

## CREDITS

DIRECTOR: Paul Wu  
CONCEPT: Mark Alamares  
3DO PROGRAMMING: Jerry Thorpe  
LEAD 3D DESIGN: David Lo  
LEAD 2D DESIGN: Noel Saw  
QUALITY ASSURANCE: Anthony Gomez  
3DO PACKAGING DESIGN: Paulo von Borries

VIDEOGRAPHER: Nicholas Wood  
LIVE ACTION DIRECTOR: David Leigh  
KEY GRIP: Mole Burns  
VIRTUAL HAND: Buck Mcgiver  
MAKE UP: Paige Glover

GIRL 1: Jennifer  
GIRL 2: Katara  
GIRL 3: Kim  
HACKER: Todd Lacroix  
LANDLORD: Ray Haye  
WIRED DUDE: Patrick Young  
WEATHERMAN: Jorge Gaubman  
PIRATE TV GUY: Anthony Gomez

MUSIC: Excalibur

**P-I-X-I-S**  
INTERACTIVE

P.O. Box 3684, Tustin, CA 92680, U.S.A.  
TEL: 714.669.1189 • FAX: 714.573.1210



# NEURODANCER

## JOURNEY INTO THE NEURONET



**P-I-X-I-S**  
INTERACTIVE

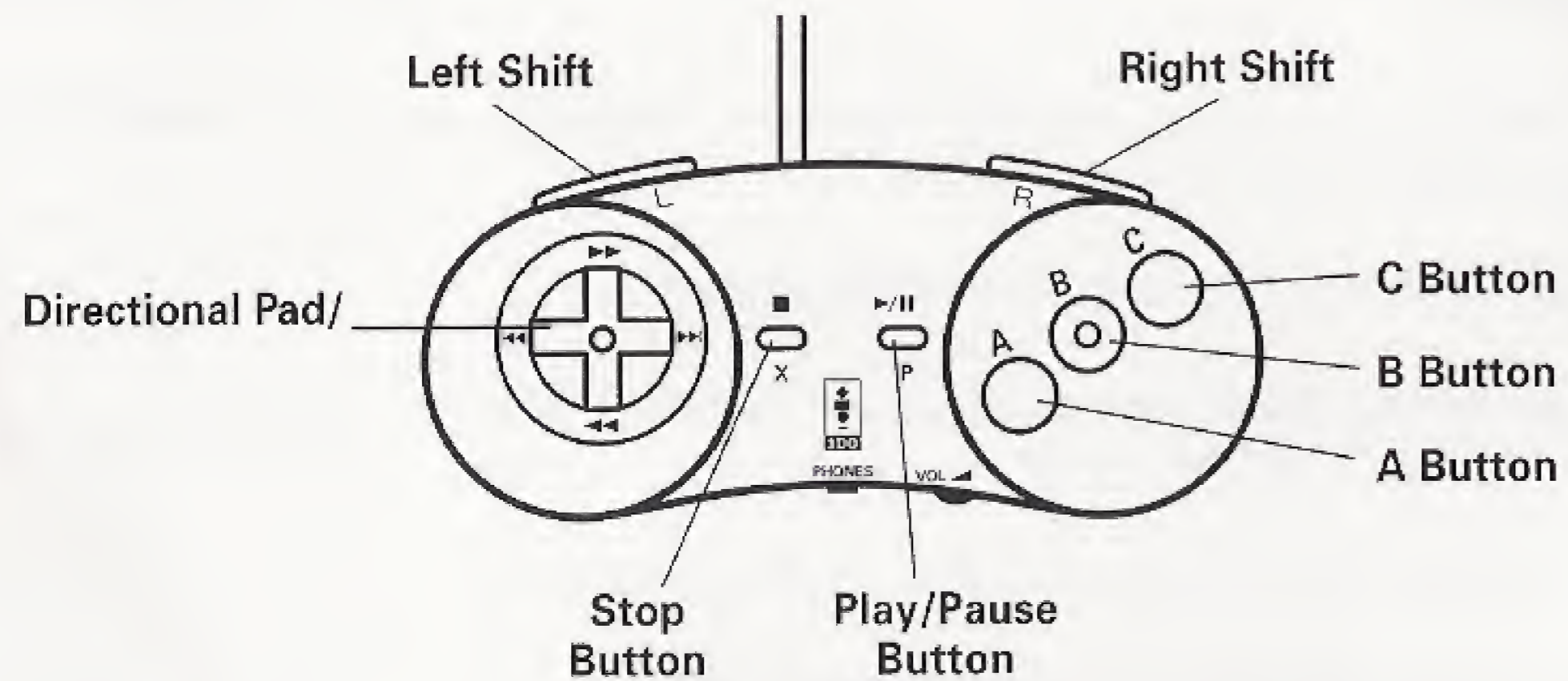
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# STARTING THE GAME

- 1.) Before turning on the 3DO Interactive Multiplayer™ system make sure a Control Pad is connected to it.
- 2.) Turn ON the power switch on the 3DO Interactive Multiplayer system. The READY light will indicate the unit is on.
- 3.) Press the OPEN/CLOSE button to extend the disc tray.
- 4.) Insert the CD into the disc tray (label side up). Press OPEN/CLOSE to retract the tray. The 3DO™ logo will appear.
- 5.) The Multiplayer will take a few seconds to load the program.
- 6.) An intro movie will appear. Press the A Button to skip it.

## CONTROLS

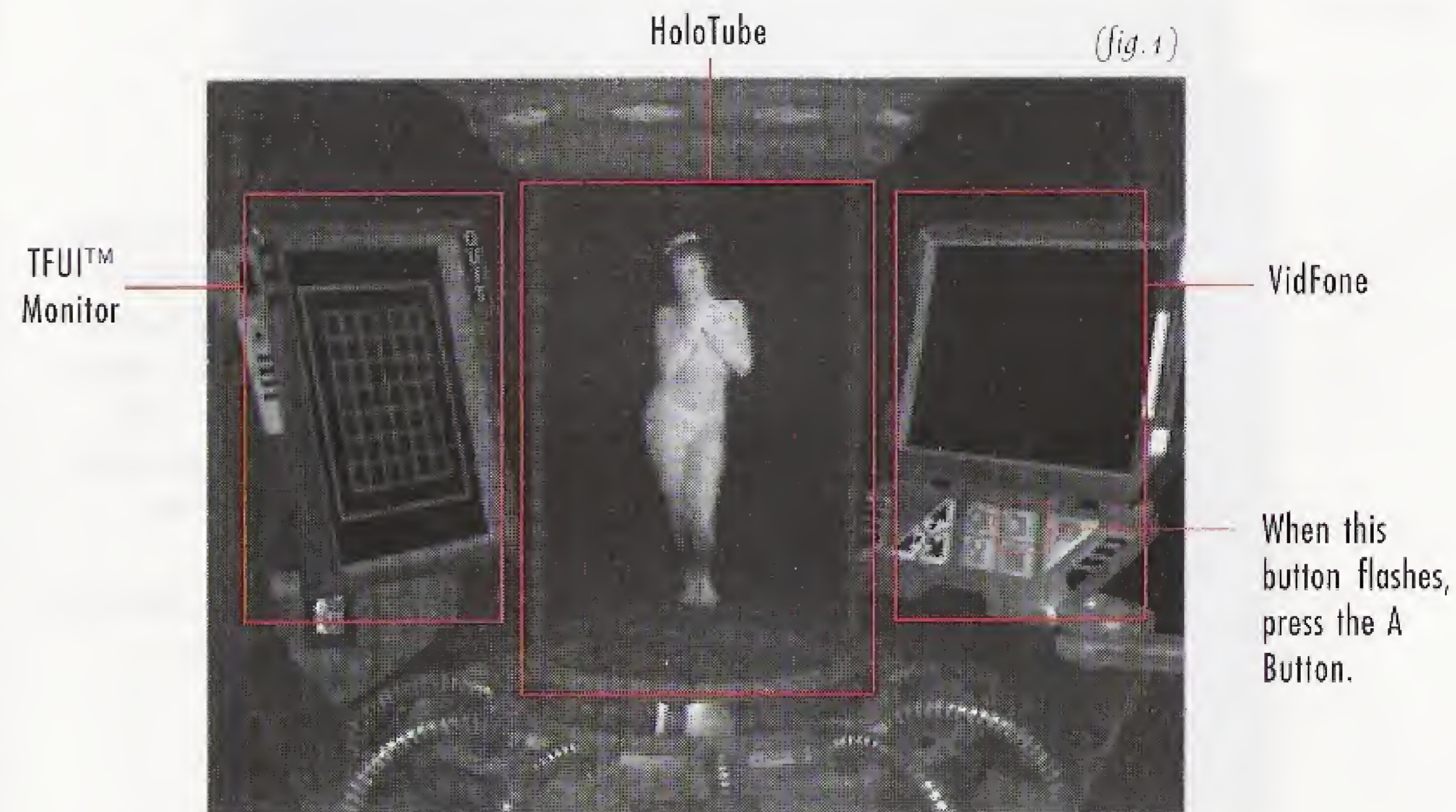


Use the directional pad to highlight buttons in NeuroDancer. Then press the **A Button** to execute that button.

NeuroDancer has built-in online help screens. To access them, press the **Play/Pause Button** anytime. An overlaid screen will tell you what each button on the screen does. To turn off help screens, press the **Play/Pause Button** again.

## PLAYING THE GAME

This screen will appear (fig. 1):



This is your control room where the HoloTube, TFUI™ Monitor, and VidFone are located. There will be a flashing red icon on the VidFone. Click the **A Button** to view your incoming message.

After pressing the **A Button**, the VidFone will appear (fig.2). Use the **Directional Pad** to highlight the buttons on the VidFone. Then press the **A Button** to execute that button. To login to the NeuroNet, select the phone button. Use the **Directional Pad** to select services. Try exploring any of the services on the VidFone screen. Select "Hang Up" to leave the NeuroNet.



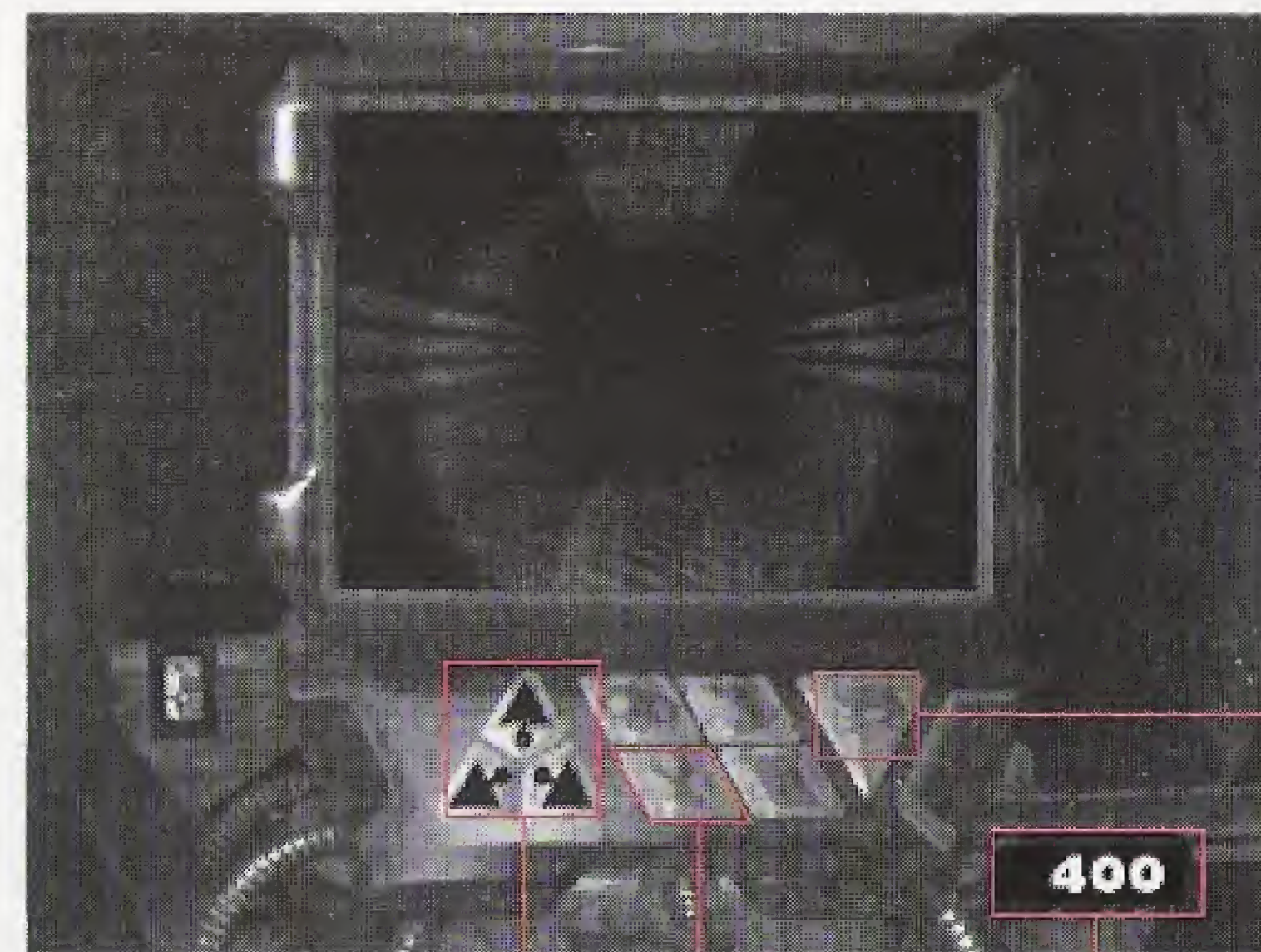
(fig.2)

You can use the **Directional Pad** to access these buttons as well as the buttons on the VidFone.

Quit will exit the game.

Launches your Orb into the maze.

If you decide to launch your orb you will see this screen (fig.3).



(fig.3)

Exit the maze.

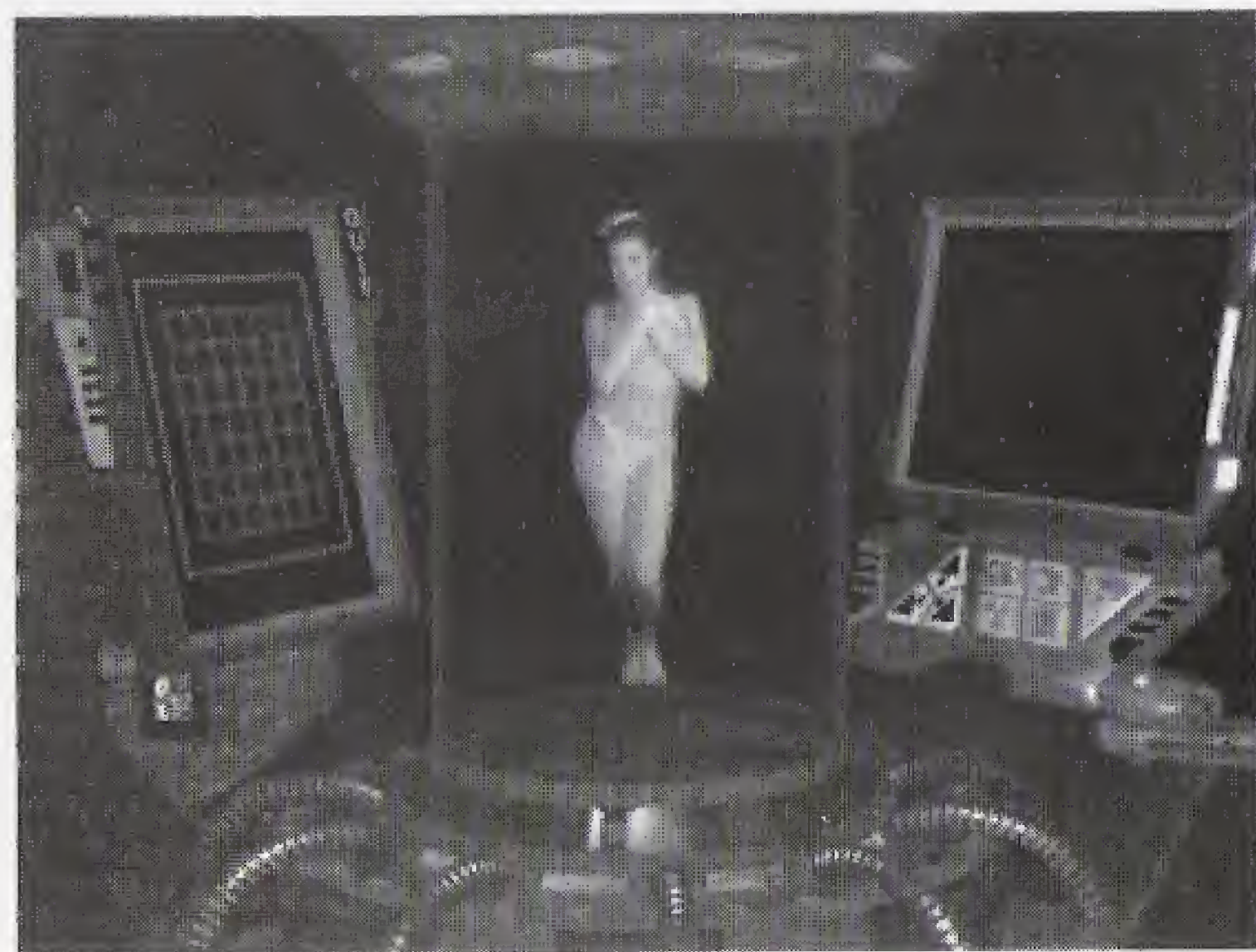
Your Credits

Use the **Directional Pad** to highlight these buttons and press the **A Button** to move in that direction.

When you encounter a junction box, execute this button. Your orb's arm will interface the junction box. It will collect phone credits. Interface for only a few seconds; otherwise, the NetPolice will catch you! Press the **A Button** again to retract your orb's arm.

When you have collected a sufficient amount of credits, exit the maze. In the main menu, call NeuroDancer, Inc. Select a dancer biography and then page the one you wish to view. A screen similar to (fig. 4) will appear. Paging a dancer will cost you 100 credits. Use the **Directional Pad** to move the hand around different parts of the NeuroDancer's body. Press

(fig. 4)



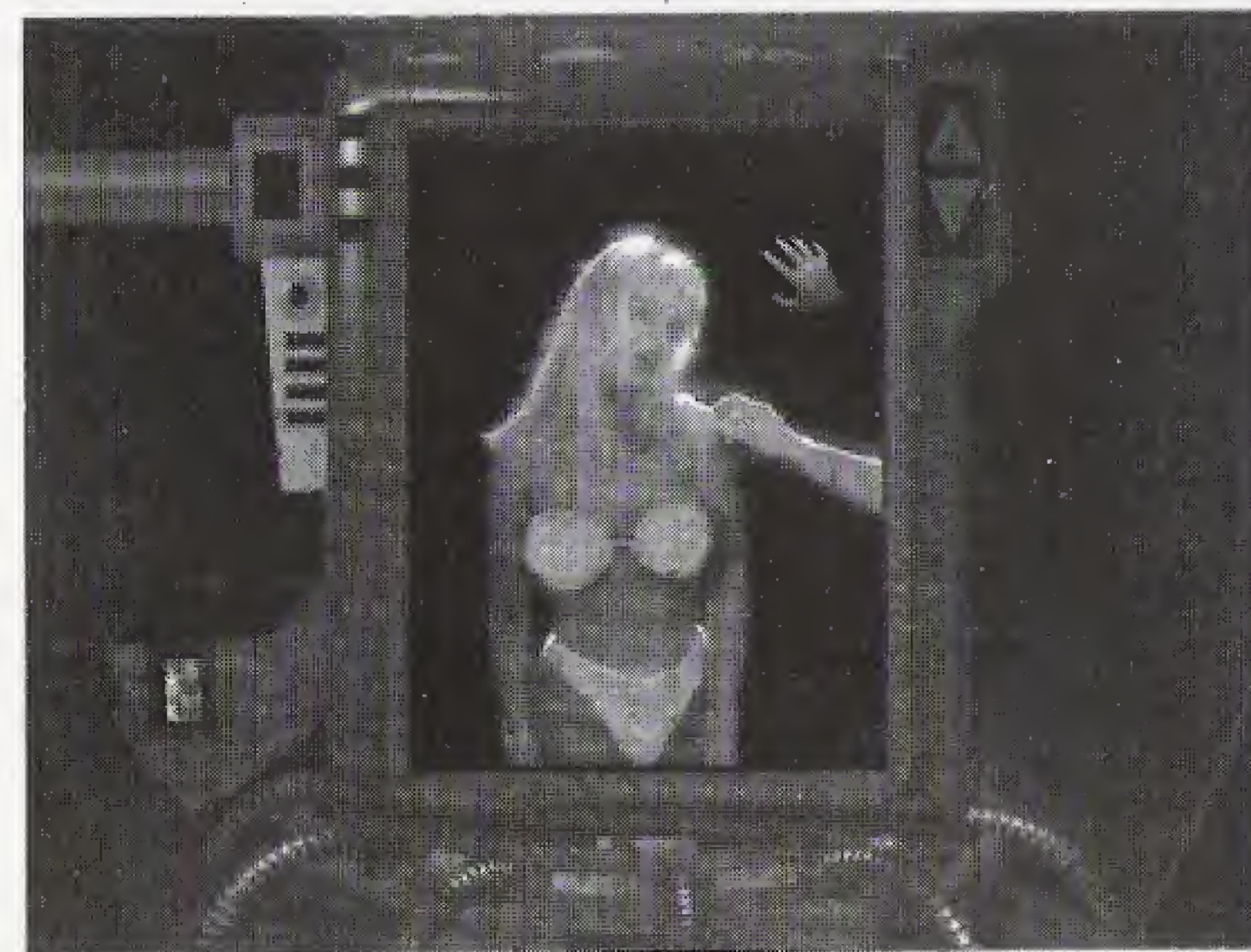
the **A Button** to choose an article of clothing to remove. Every third piece of clothing will cost you 100 credits. If the NeuroDancer is already dancing and you wish to remove another article of clothing (with sufficient credits), you can select another article of clothing and skip to the next dance.

**SPECIAL CONTROLS**

You can zoom in the screen when the NeuroDancers dance. Use the **Right Shift Button** to zoom in and the **Left Shift Button** to zoom out. To return to normal size press either the **Left** or **Right Button** on the **Directional Pad**.

Once you have removed all the articles of clothing possible and if you have enough credits, you will enter the TFUI (Touch and Feel User Interface) mode (fig. 5). Here you can touch certain parts of the NeuroDancer's body. Use the **Directional Pad** and the **A Button** to select the parts of the NeuroDancer's body you wish to touch.

(fig. 5)



## LEGALITIES

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